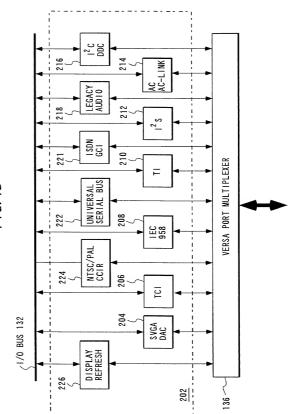
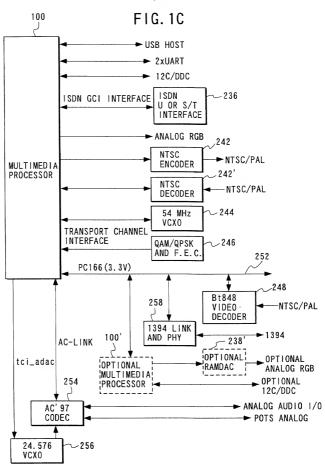


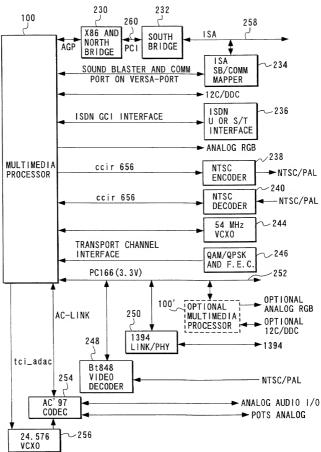
DOYYYDDE . DEDENI

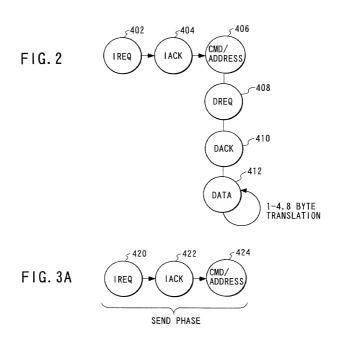
F1G. 1B











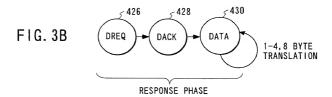


FIG. 4A

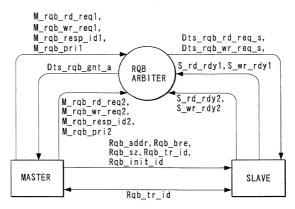
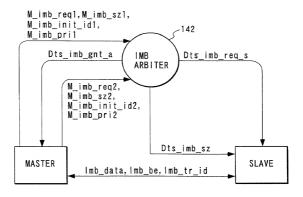
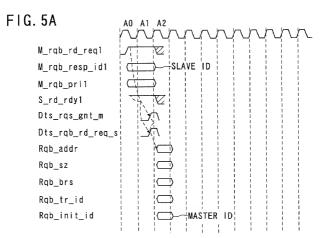
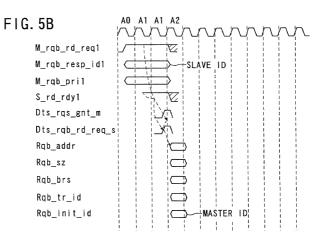


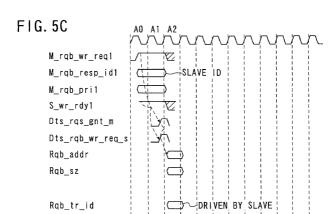
FIG. 4B

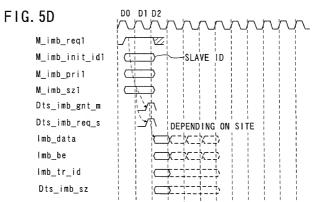






Rqb_init_id





MASTER ID

FIG. 6A

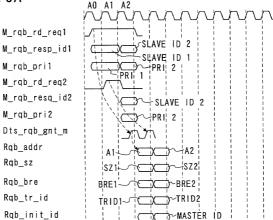
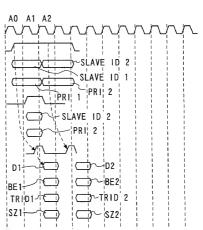


FIG. 6B







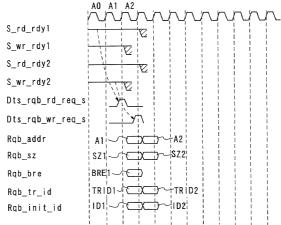
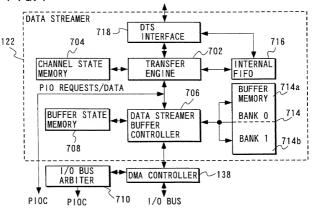


FIG. 7



14

11/29

FIG. 8

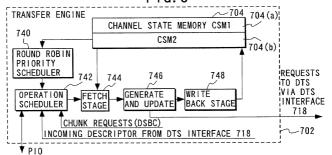


FIG. 9

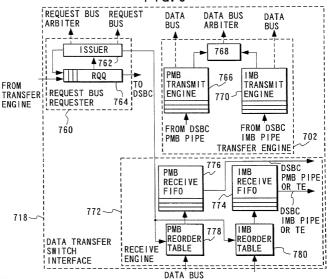
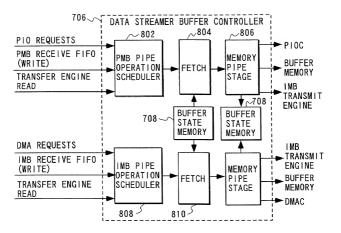
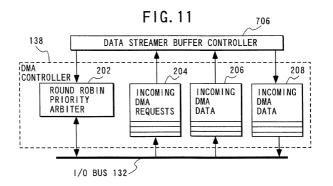
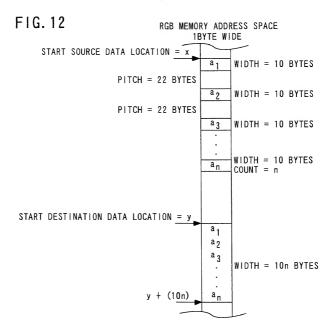


FIG. 10







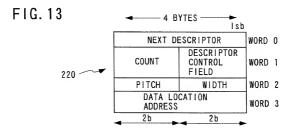


FIG. 14

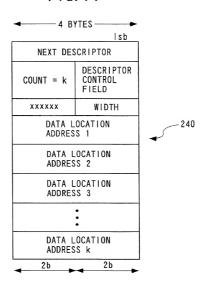


FIG. 15A

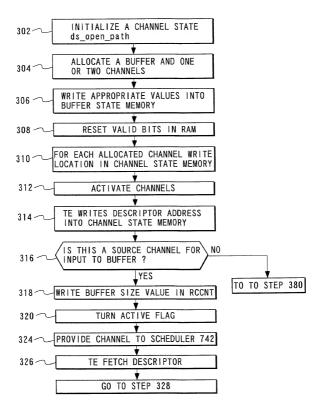
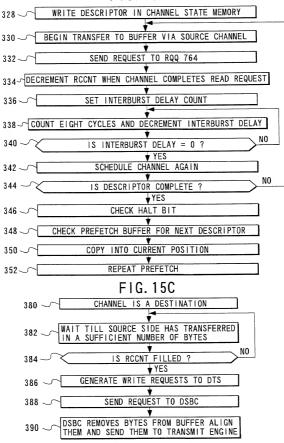
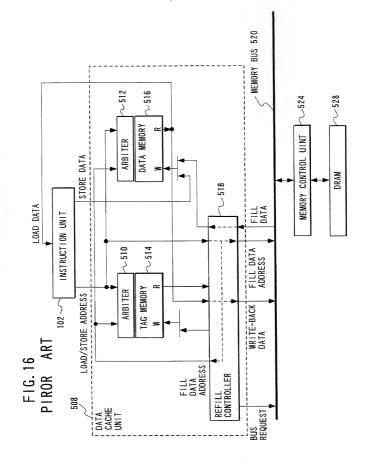


FIG. 15B







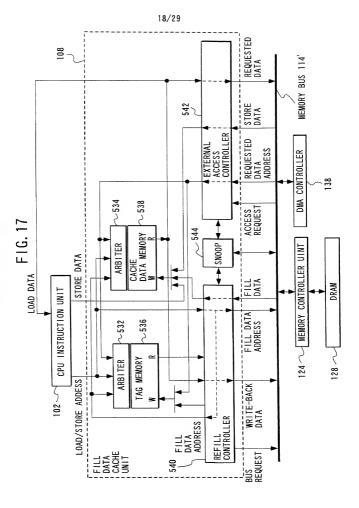
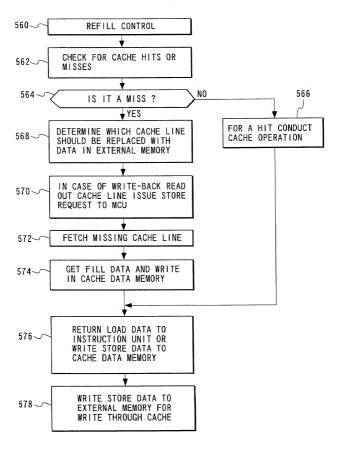
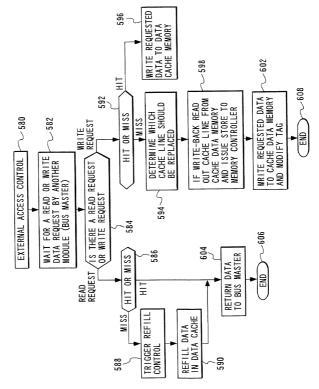
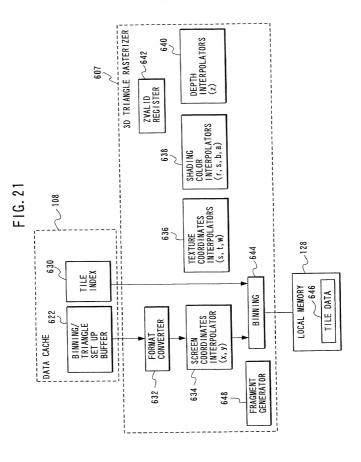


FIG. 18









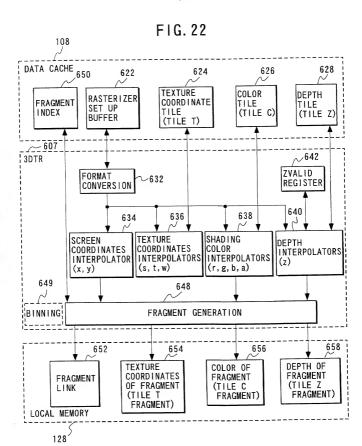


FIG. 23

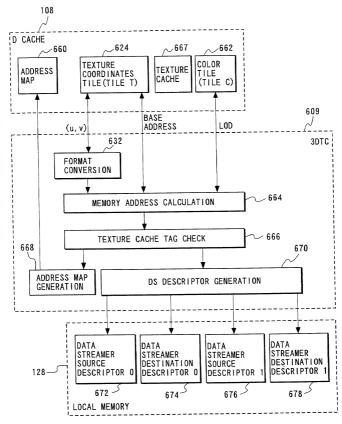
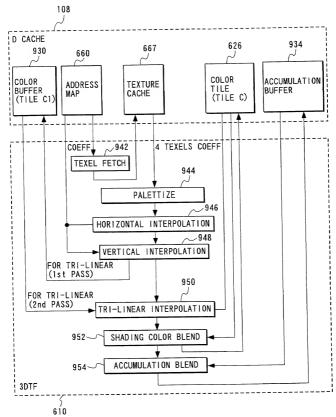
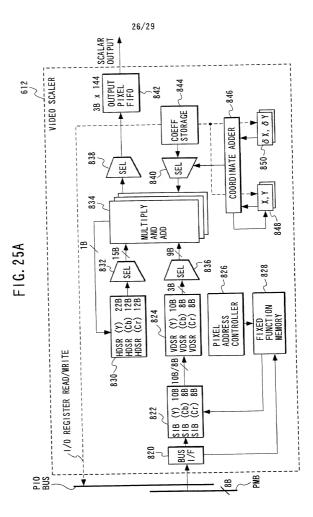
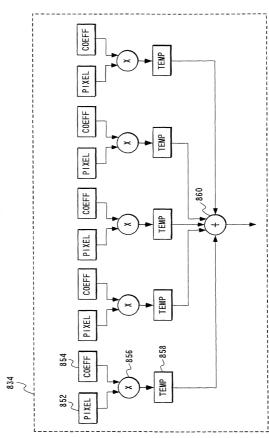


FIG. 24

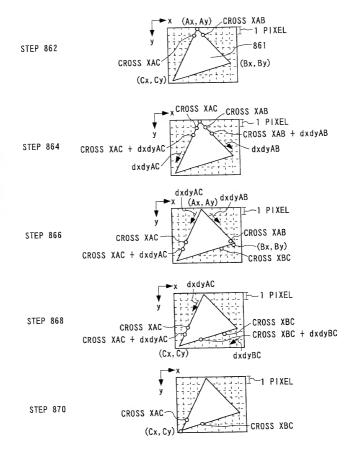




F1G. 25B



28/29 FIG. 26



29/29

FIG. 27

GEOMETRY/LIGHTING FOR ALL TRIANGLES IN A FRAME, VLIW CALCULATES SCREEN COORDINATES, COLORS, AND BINNING PARAMETERS	~880
ACTIVATE FFU IN BINNING MODE	~882
DETERMINE TILE INDEX AND TILE DATA	~884
FOR ALL BINS IN A FRAME PERFORM SET UP AND RASTERIZATION	∼886
FOR ALL TRIANGLES IN A BIN VLIW CALCULATES TRIANGLE SET UP DATA	~888
CALCULATE PARAMETERS FOR RENDERING X,Y,Z,RGBA,s,t,w FOR EACH PIXEL IN A TRIANGLE	~890
ACTIVATE FFU IN INTERPOLATION MODE	~892
FOR ALL PIXELS IN A BIN VLIW CALCULATES u,v,FROM s,t,w	~894
3D FFU CALCULATES TEXTURE ADDRESS WHEN 3D TEXTURE CONTROLLER UNIT IS ACTIVATED IN TEXTURE CALCULATION MODE	~896
DATA STREAMER FETCHES TEXELS BY GIVING CALCULATED TEXTURE ADDRESS	~898
ACTIVE VIDEO SCALER TO PERFORM BI-LINEAR TEXTURE FILTERING	∼900
ANTI ALIASING	∼902
FOR ALL PIXELS IN A FRAGMENT VLIW CALCULATE u, v, FROM s, t, w	~904
3D ACCELERATOR TEXTURE ADDRESS CALCULATION	├ ~906
ACTIVATE DATA STREAMER	√908
DATA STREAMER FETCHES TEXELS	}∼910
VIDEO SCALER PERFORMS TEXTURE FILTERING AND BLENDING	 ∼912
STORE FRAME BUFFER	}∼ 914
DATA STREAMER TRANSFERS PROCESSED BIN TO LOCAL MEMORY	 ∼916
918	